GV1277
.F67
copy 2
1898

Foltz, Minnie Judd

Whys of Whist

LIBRARY OF CONGRESS
0 029 604 662 0

Permalife®
pH 8.5

THE THY OF HIST

MRS. FOLTZ.

GV
1277
.F67
Copy 2
1st Copy
1898
78430

The Whys of Whist

by

Mrs Minnie Judd Foltz

Copyrighted by Mrs. Foltz
1898.

LIBRARY OF CONGRESS
RECEIVED
MAY 25 1888
COPYRIGHT OFFICE

M. W. May 10'05,

An apology
is offered for the
Erasures on some
of the pages of these
lessons.

In spite of every
effort to prevent
them, some mis-
takes in copying have
been made for late
to be rectified.

I trust all important
corrections are now
made; but should
any error be detected
in the copy, I shall
be glad to replace it
if the owner will
kindly return it to
me.

Minnie Judd Falls

1.

Preface.

Occasional repetition of an idea is sometimes necessary for the purpose of making a greater impression upon the mind of the student; therefore the reader's indulgence is requested for such repetition when it appears in the following Lessons.

It is not the purpose of "The Whys of Whist" to advance any new ideas, but to give as simply and clearly as it is able, the reasons underlying the rules and plays already accepted by the Whist World.

The tendency of the student of Whist is to depend too greatly upon the letter of the rules, and too little upon an understanding of the Principles governing those rules. –

This is a mistake which must be corrected by one who would excel in the game, and it is with the hope of offering some assistance

Preface.

in this direction that The Whys of Whist is cordially dedicated to the students of Whist.

Minnie Judd Foltz.

47 Astor St.

Chicago.

March 1898.

The Etiquette of Whist.

As Adopted at the Third American Whist Congress.

I.

1. "No conversation should be indulged in during the play except such as is allowed by the laws of the game.

2. No player should in any manner whatsoever give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.

3. No player should lead until the preceding trick is turned and quitted.

4. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

5. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

6. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

7. No player should take advan-

Etiquette.

tage of information imparted by his partner through a breach of etiquette.

8. No player should object to referring a disputed question of fact to a bystander who professes himself uninterested in the result of the game and able to decide the question.

9. Bystanders should not in any manner call attention to or give any intimation concerning the play or state of the game, during the play of a hand. They should not look over the hand of a player without his permission; nor should they walk around the table to look at the different hands."

Why should you assort your cards noiselessly and then hold them quietly?

Why should you not fumble with your cards nor be continually running over them?

Why should you not draw a card until

ready to play it?

Why should you play your cards quickly - not snapping them when playing or when turning the trick?

Why should you not tap upon the table?

Why should you show no feeling as the hand progresses?

Why should you not lounge in your chair or on the table?

Why should you be careful not to do anything that may annoy others at the table? -

Because if you would be considered a desirable partner, you should not violate the rules of Whist etiquette and subject yourself to the criticism of being ill-bred at the Whist table.

Why should you never be ill natured with your partner? - Because it is both bad form and bad policy.

Why should you observe strict silence during the play of the hand? - -

Etiquette.

Because silence is not only in accordance with the rules of Whist etiquette, but it is a positive necessity to the science of Whist. (One cannot work out a problem in mathematics, or a syllogism in Logic, when his attention is diverted: neither can he play a hand at scientific Whist.

Why should you not look over another's hand (when you are an outsider) without permission? - Because to some it is annoying and confusing to feel that their play is being criticised. (One, however, who has confidence in his own knowledge of Whist, rarely objects to criticism.)

Why, if you have drawn the lowest card, should you ask your partner (if a lady) if she has any choice of seats? - Because very many much prefer not to face the light.

Why should you study your hand before the play begins? - Because you should have a definite object in view from the

Etiquette.

first - altho; of course, you may be obliged to change it. (There are few hands so poor as to be utterly worthless if properly managed).

Why should you always watch the table during play of hand? - Because you cannot play Whist if you do not: It is necessary to draw inferences as the cards fall. -

Why must you not look at a trick, or a card, after it is turned and quitted? - 1st. Because you should remember the cards that have fallen; 2nd because by looking at them you subject yourself to the penalty of having a suit called from you, or your partner, when it is the turn of either of you to lead.

If you make mistakes, acknowledge them and profit by them; but never be discouraged by them, and do not be disturbed by defeat. -

If, as students, you are playing with a fine partner, and through

your loss of tricks he is defeated, be good enough, and generous enough, openly to place the fault where it belongs: for many who are incapable of understanding the disadvantage, under which your partner has labored, will be only too happy to charge him with the defeat - and this is unfair to him. - Remember that notwithstanding how brilliant a player one may be, he is always at the mercy of his partner, for, unfortunately, he cannot play both hands. One is more often defeated by his partner than by his adversaries.

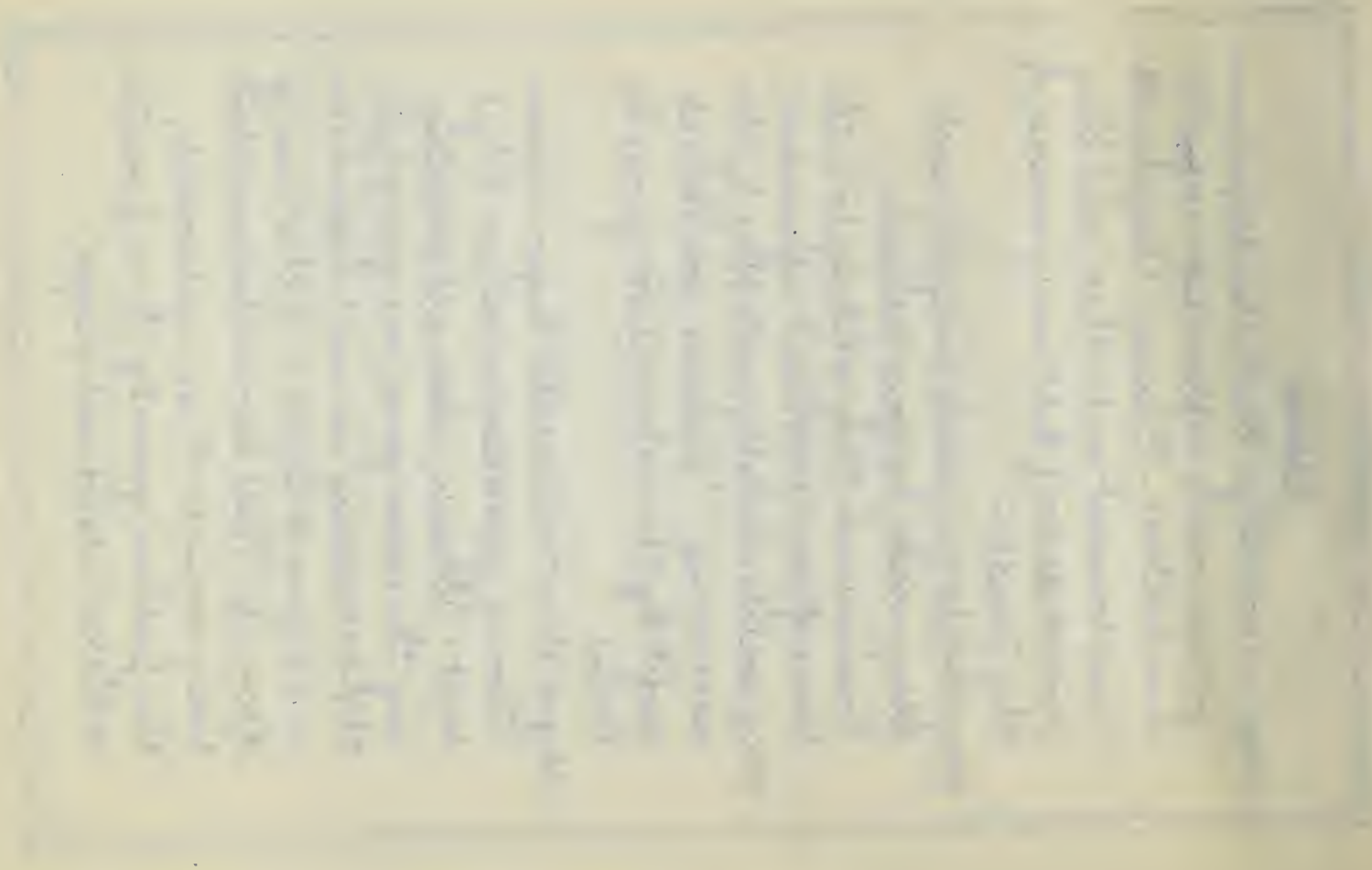
7. **Lesson.**

Why, in scientific Whist, should partners give as much information as possible to each other? - Because they should play to assist each other, and they cannot do so if kept in ignorance of the hands. -

Why should you watch carefully each play made by your partner? - Because each play is likely to be the bearer of very important information.

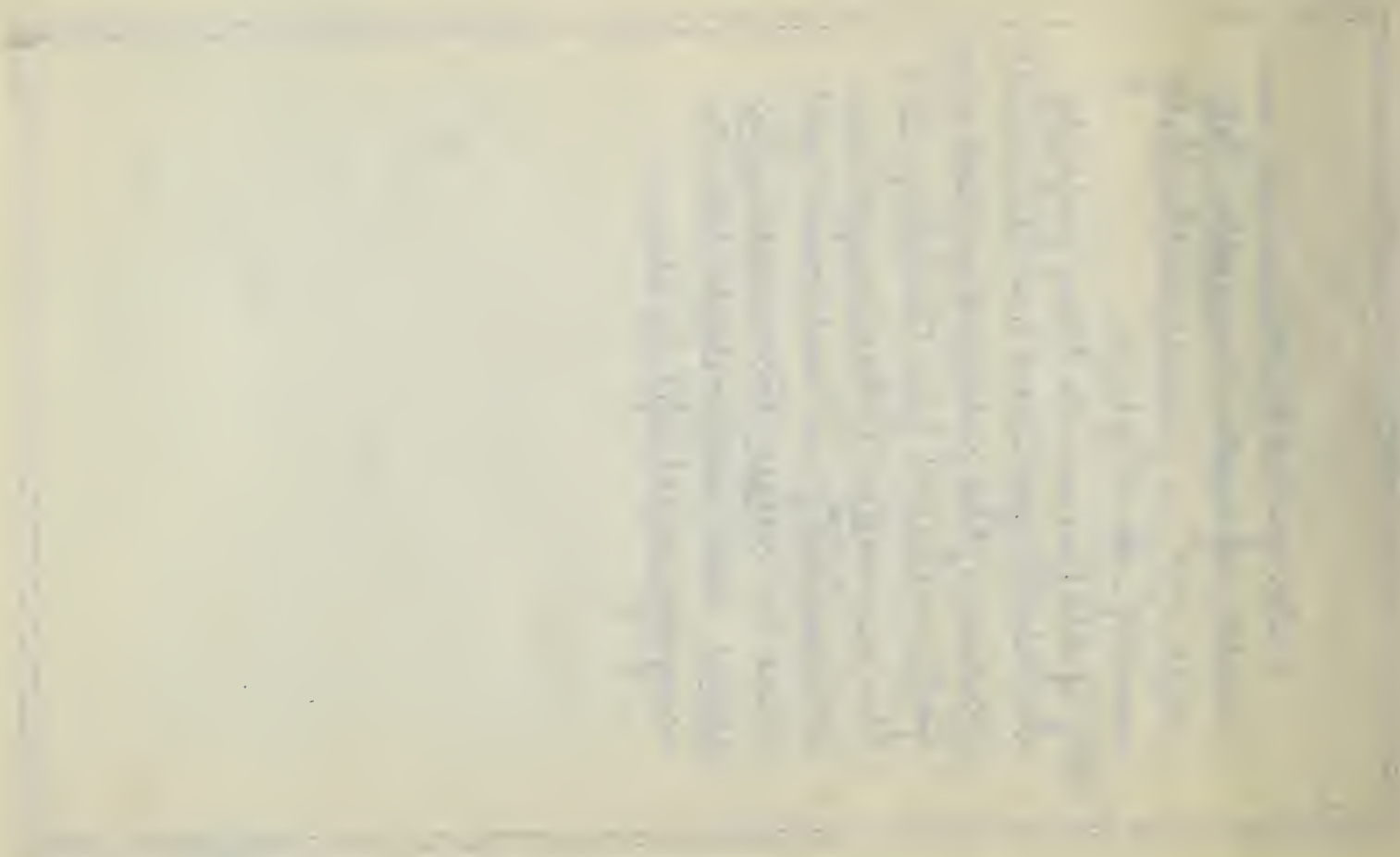
Why watch carefully each play by the adversaries? - Because you should profit by the information given by them.

Why is it not undesirable to give information if your adversaries can profit by it? - Because, when all are playing the same game, one gains from the adversaries as much information as he gives to them; and the beauty of scientific Whist lies in the mental activity required to work out correctly the problem, given by the information (or statements) of each player. -



Tricks gained by chance or by unreliable information (deception: false cards) give no pleasure to the truly scientific Whist player.

Why, if all four were to play perfectly, would the game not lose its interest? Because of the splendid mental satisfaction derived from the play. But the supposition is based upon an impossibility; at least some slight errors are certain to be made somewhere, and one should be keen to recognize and profit by them. –



Leads.

Ace, King, Queen, Knave.

4 - - - - - in suit, - lead King, then Knave.
5 - - - - - - - " " " Knave, " Ace.
6 " " " Knave, " King.
7 or more " " " Knave, " Queen.

Ace, King, Queen.

4 - - - - - in suit, lead King, then Queen.
5 - - - - - " " " Queen, " Ace.
6 or more " " " Queen, " King.

Ace, King.

4 - - - - - - - in suit, lead King, then Ace.
5 or more " " " Ace, " King.

If, however you are strong in trumps, under-lead from this combination.

Ace.

4 - - - - - - - in suit, lead fourth best.
5 or more " " " " " if strong in trumps; Ace if weak in trumps.

Leads.

Ace, Queen, Knave.

4 ------ in suit, lead Ace, then Queen.
5 or more " " " Ace, " Knave.

Ace, Queen, Knave, 10.

4 in suit, lead Ace, then 10.
5 or more " " " Ace, " Knave.

King, Queen, Knave, 10.

4 ------ in suit, lead King, then 10.
5 ------ " " " Knave, " King
6 or more " " " Knave, " Queen.

King, Queen, Knave.

4 ------ in suit, lead King, then Knave.
5 ------ " " " Knave, " King.
6 or more " " " Knave, " Queen.

King, Queen.

4 in suit lead King.
5 " " " Queen.

If Ace falls on first round, follow with honor on the second round. If Ace does not fall on first round, follow

Leads.

with fourth best on second round.

Queen, Knave, 10

4 in suit, lead 10, then Queen.

5 " " " 10, " Knave.

1. Leads.

Why be very careful to lead correctly originally? -- Because the information conveyed to your partner by this lead is very valuable to him.

Why lead originally from longest and strongest suit? - 1st Because you wish to "clear" it as soon as possible; 2nd, because your partner's play may be greatly influenced by it, especially if he holds good trumps. Both your object and his should be to make the best suits of your hands win as many tricks as possible.

Why not lead from a short suit or a singleton? - 1st Because you give wrong information to your partner and may deceive him into disastrous play: 2nd Because your short suits are probably your adversaries' long ones, and, therefore, if you lead a high card you are in danger of clearing an adversary's suit; if you lead a low card you are in danger of running up to strength

and perhaps a tenace, at your right.

Why may an "Irregular lead" be made from a short suit or a singleton? — Because if properly made, (with Knave or 10) it will not deceive the partner and will give him very valuable information. (See Irregular Leads.)

Why (except when using the Irregular leads) should you observe strictly the conventional leads originally? — Because upon them is based the science of Whist and a disregard of them must result in confusion. Always use judgment as the hand progresses; but rarely, if ever, sacrifice conventionality in your original lead.

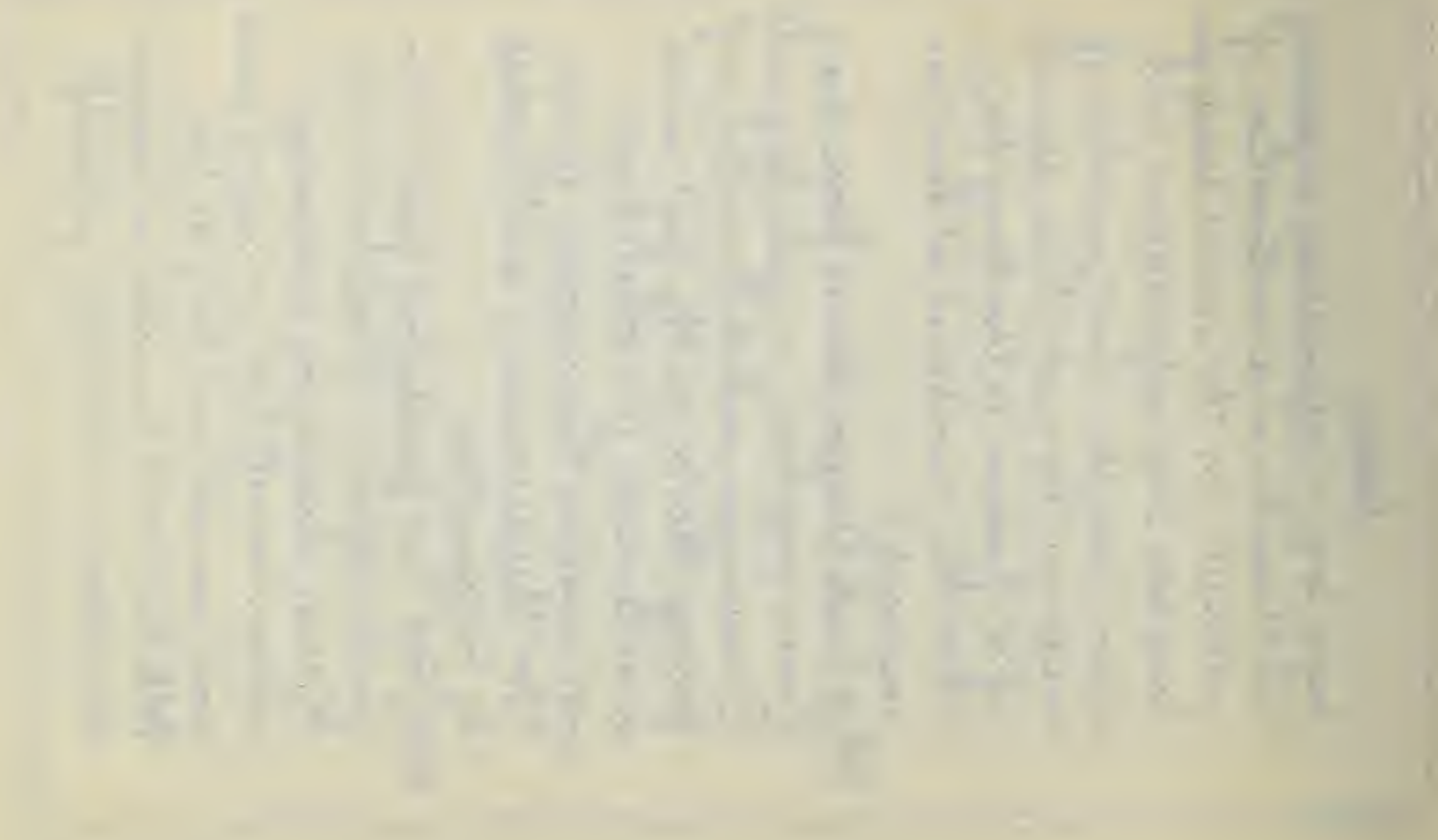
Why is it necessary to choose from your long suit the correct cards for both your first and second leads? Because in your first lead you

Leads.

begin to give information regarding the character and combination of your suit: in the second lead, you complete that information and also show the exact number of cards in the suit. (This does not refer, of course, to the King lead, when the number is at once announced.)

Why lead King or Queen from King, Queen sequence in your long suit? Because you wish to be certain of forcing the Ace on the first round so as to make the other honor command on the second: for on the third round it will probably be trumped.

Why not lead fourth-best from above combination? — Because it may be won cheaply by adversary — when Ace will win on second round and you will be likely to lose both honors to trumps, unless you are strong in trumps yourself.



4. Leads.

Why lead King, Ace; or Ace, King from suit of four or more, headed by that sequence only? — Because if weak in trumps yourself, you fear that you will lose one of the honors to a trump on third round.

(Inference: if above lead is made, strength in trumps in that hand is denied.) —

Why, from above combination, should you underlead, (fourth-best) if strong in trumps? — Because you can draw the trumps and make yours honors good at any time; therefore you may give partner a chance to do what he can to assist you.

Why, if weak in trumps, should you lead Ace, then fourth best from Ace and a long suit of low cards? — Because if weak in trumps, you are in danger of losing Ace on second round. — (Inference: if above lead is made, strength in

trumps is denied.)

Why lead fourth-best from the above combination if strong in trumps? Because you can exhaust trumps and make your Ace good at any time; therefore retain the command of your suit.

Why, when holding three or more honors in sequence, without Ace, should you lead a sequence card and not low? — Because you must force Ace on first round.

Why must you lead a sequence card, and not a low one on the second lead if Ace does not fall on the first? — Because adversaries may be holding up your command and planning a finessing trap for you. (For instance: the Ace, 10, and one low combination: see 2nd hand play.)

Why should you never lead an honor except an Ace, unless it is in

sequence of at least two cards? — Because you part with your strength to no advantage.

Why is it better to open a sequence suit than a suit in which there is but one honor? — Because you force high cards at once and have a better chance of making your remaining honors good.

If the following rule is well understood, it will greatly assist the student in remembering a number of sequence leads when the sequence contains more than two cards: — — — — —

When the King is in sequence of more than two cards and there are only four cards in the suit, the first lead is the King and the second lead is always the lowest of the sequence; but when the King is in sequence of more than two cards and there are more than four cards in the suit, the

Leads.

first lead is the lowest of the sequence (except when it is the 10) and the second lead is in accordance with the well known principle :— — — the higher of remaining sequence to show the shorter suit; the lower of that sequence to show the longer suit. (N.B. Remember the exception of the 10 : it being led originally only at the foot of the Queen, Knave, ten sequence, and never at the foot of a King sequence.)

Examples of rule for leading King in sequence of more than two cards, with only four cards in suit. — — —

Holding Ace, King, Queen, Knave, only four in suit, lead King then Knave : what card is denied? — The 10.

Why? Because Knave is the lowest of the sequence.

Holding Ace, King, Queen, only

four in suit; lead King, then Queen. What card is denied? – The Knave.

Why? Because Queen is the lowest of the sequence.

Holding King, Queen, Knave, only four in suit; lead King, then Knave: What card is denied? The 10.

Why? Because the Knave is the lowest of the sequence.

Holding King, Queen, Knave, 10, only four in suit; lead King, then 10. What card is denied? The Ace.

Why? – Because the King lead shows no more than four cards in suit, and the 10 is the lowest of the sequence. Therefore the Queen and Knave must be present to complete the sequence, and the four cards are thus accounted for.

9. Leads.

Examples of rule for leading King in sequence of more than two cards, with more than four cards in suit.

Holding Ace, King, Queen, Knave.
Five in suit, lead Knave, then Ace.
Six " " " Knave, " King.
Seven " " " Knave, " Queen.

Why lead Knave for first lead? — — Because the King is in sequence of more than two cards, and than are more than four cards in the suit; therefore lead the lowest of the sequence, (except **10**).

Why follow with Ace if five in suit? - Because the shortest suit shown by lead of Knave is five cards; therefore for the second lead choose the highest of remaining sequence to show the shortest suit.

Why follow Knave with King holding six in suit, and with Queen holding seven in suit? — Because a longer suit than five cards is held; therefore choose the lower

cards of remaining sequence to show the longer suit.

Holding Ace, King, Queen, five in suit, lead Queen, then Ace; Six or more, lead Queen, then King.

Why first lead Queen? -- Because King is in sequence of more than two cards, and there are more than four cards in suit; therefore lead the lowest of the sequence, (except **10**).

Why follow Queen with Ace holding five in suit? --- Because the shortest suit shown by lead of a Queen is five cards; therefore on second lead choose the higher of remaining sequence.

Why follow Queen with King with six or more in suit? -- Because a longer suit than five is held; therefore chose the lower of remaining sequence. When Queen is led, what card is denied. — The Knave.

Why? – Because the Queen is the lowest of the sequence.

Why, holding Queen, Knave, 10, lead 10? – Because you wish to force Ace or King on first round.

Why follow with one of the other honors on second lead? – Because you wish to clear your suit.

When a high card above a nine, (except the King) is led originally, the rule of choosing, for the second lead, the highest of remaining sequence to show the shortest suit – and the lowest of that sequence to show the longest suit – applies to nearly all of the long sequence leads in Whist. In the following case, however, this rule fails:- Holding Ace, Queen, Knave, 10, only four in suit, lead Ace, then 10 – the lowest of remaining sequence is here chosen for the second lead to show the shortest suit.

12. Leads.

Why lead fourth-best from Queen, Knave sequence, without the 10? — Because leading an honor would sacrifice the little strength you hold in the suit, and to no purpose. If your partner cannot help you, there is but little chance of your clearing the suit early in the hand.

Why, when there is no sequence in your suit, should you generally lead fourth-best? — Because it enables the partner to count the higher cards of that suit in your hand.

Rule of Eleven. When a fourth-best card is led, subtract its "face value" from eleven; the remainder will show exactly how many cards higher than the card led are outside of the leader's hand.

Why is the Rule of Eleven so very valuable? — Because it prevents

second hand from sacrificing his strength, and enables third hand to read the number of cards higher than the card led, in the adversaries' hands.

Example. Leader leads 8 — from King, Knave, 10, 8; second hand holds Ace, Queen, 9, (and is obliged to win the trick and answer his partner's call.) He must play the 9, or sacrifice his strength unpardonably. 11-8=3, and second hand has all three; therefore the 9 must win the trick as surely as the Ace.

Why is the "Rule of Eleven" valuable to third hand? - Because if he has good trumps and no reason for leading them for his own hand, he can determine by the "Rule of Eleven" if it is best for him to lead trumps for his partner's hand. — Example. --- Leader leads the 7 and third hand holds two higher.

Leads.

11-7=4; third hand having two, knows there are in the suit only <u>two cards higher than 7 in adversaries' hand</u>: therefore he leads trumps in order to make the suit good. If, however, leader leads the 3, and third hand only has two higher, he knows that there are six higher than the 3 in adversaries' hands, and therefore third hand will not lead trumps for partner's suit:-11-3=8, and third hand holds only two- adversaries consequently hold six.

When obliged to make a forced lead, choose, if possible, a high sequence suit, and lead the card that will deceive your partner the least; if you hold no sequence suit, choose one in which there is an Ace and two long cards, or a King and two low cards, and generally <u>lead low</u> unless you know that it

is your partner's suit.

Avoid leading from Queen and two low cards, or Knave and two low cards, if possible; but if forced to do so, lead low, unless you know it is your partner's suit.

Why? Because if you lead high from a forced lead, when in ignorance of whose suit it is, there are two chances to one that you will support an adversary's suit, and assist in clearing it for him, instead of for your partner.

Why, for another reason is a forced lead of Knave or 10 made originally, an undesirable lead? — Because it may greatly deceive partner, as it constitutes an "Irregular" lead

Why? — Because not led from the conventional combination.

16.

Irregular Leads.

When no honor is turned at the right of leader, and a Knave or a 10 is led unconventionally (leader not holding the combination which it represents) the lead announces four trumps (or five low ones) and a weak hand, leaving the plan of action to the partner. If, however, an honor is turned at the right of leader, an Irregular lead is a call for trumps.

Why will an Irregular lead, improperly made, deceive partner? — Because it will tell him either that you hold four trumps and a weak hand, or, that you wish him to lead trumps, if an honor is turned at your right.

Why are the Knave and 10 the best cards for an Irregular lead? — Because these are almost certain to be recognized as such on the first round, and therefore do not deceive the partner.

17

Irregular Leads.

Why is the 9 a poor card for an Irregular lead? — Because it is not certain to be recognized as such until the second round of the suit and partner may be deceived into disastrous play.

Why should the Irregular lead as a call for trumps not be made unless the leader has a good finessing hand against the honor turned? — Because the only object of this call is to capture the turned honor; and in order to do this, the leader must hold cards just below that honor, and also one above it.

Leads

Why not lead from a Tenace suit if you can avoid it? — Because it is desirable to hold up a Tenace, if possible, until it is "led up" to you, when you will have an advantage over your right hand adversary.

18.

Leads.

Why, if you hold two suits, one long and weak and the other a four-card suit, and strong, should you lead originally from the latter? — — Because you should announce, as your suit, the one in which you can win the greatest number of tricks. (A four-card suit is the shortest suit from which to make a conventional lead: leads from shorter suits than four, are called forced leads.)

Why is "leading up to strength" (the original suit of the right-hand adversary) very bad Whist? — — Because the strong hand in the suit plays after your partner and has the advantage over him.

Why is leading "through strength" (the suit led originally by your left hand adversary) good Whist? — Because partner plays after the strong hand in that suit and has the advantage over him in many cases.

Leads

Why generally not lead command of adversary's suit? — Because it will help to clear that suit.

Why play command of adversaries' suit on second round, if weak in trumps? — Because you will probably have it trumped on the third round.

Why often "hold up" command of adversaries' suit second round if strong in trumps? — Because you can exhaust trumps from the adversary who will trump that suit; therefore command is safe and will block the leader's game.

Why may you lead command of the adversary's suit if your partner will trump the suit? — Because you give him a chance to discard a losing card.

Why may you occasionally lead command of adversary's suit if you suspect your partner has

previously begun a call for trumps upon the first round of it? — Because it may be necessary for you to ascertain this fact at once so as to lose no time in leading trumps if he desires them.

Why not change suits frequently? — 1st, because you exhaust your own strength and help to clear the adversaries' suits; 2nd, because you are in danger of leading up to strength, and perhaps to a tenace, at your right.

Why should you change the suit, (unless you hold commanding card, or cards) if your partner has shown weakness in it? — Because second hand player may finesse deeply against you if you continue with a low card of that suit.

Why change suit if continuing will force partner when weak in trumps yourself, and he has

not shown a willingness to trump? Because you may ruin his hand for drawing trumps, should he desire to draw them.

Why continue to lead suit if it will force adversary's strong trump hand? – For the same reason as given above.

Why be careful never to lead a suit which both adversaries will ruff? Because the weak trump hand will ruff and the strong trump hand will discard a losing card, (which is of great advantage to him.)

Why is this mistake so often made when small cards fall from adversaries? – Because players forget to calculate and thus fail to detect the situation. (If leader shows five cards in suit, and partner has four and all follow to second round, of course neither adversary can have another card of that suit.)

Leads.

Why not allow the adversary, who is weak in trumps to ruff? – Because that is just what he wishes to do. (Do unto the adversaries as you would not have them do unto you!!)

Why lead partner's first suit if he has led King and changed the suit without good reason? – Because he holds Ace and Knave, and wishes to finesse Knave against possible Queen at his right.

Why is he strong in trumps if he makes this lead? – Because generally one should not ask to finesse if very weak in trumps.

Why not? – Because he is in danger of losing his higher card to a trump.

Why, when partner has made above lead, should you return Queen – if you hold it, regardless of number? – Because he wishes to know its position as soon as possible.

Leads.

Why exhaust trumps first, if strong in them? — Because you wish to make the entire suit good for your partner.

Why, from Ace, King, Knave, in suit, is King sometimes led with more than four in suit? — Because of the advantage of the finesse.

Why, if partner has led Ace, and changed the suit without reason, should you lead him the second suit at once? — Because he wishes to ruff that suit.

Why is this not good Whist when trumps are not declared by the adversaries? Because it alarms them into exhausting trumps when otherwise they might not do so.

Why is above lead good Whist if strength in trumps is declared by the adversaries? — Because then it does not alarm them into leading trumps (They would lead them anyway) and the request for a ruff prevents

the partner from taking any risk of losing the lead, by even a major-tenace finesse. He secures your second lead and returns it immediately for you to ruff – and a trump is saved before the adversaries can draw it from you.

1. Second Hand Play.

Why, generally play low, 2nd hand, on first round of suit? Because 3rd hand will play high, and you should not needlessly sacrifice your strength: also because you should give fourth hand (your partner) a chance to win the trick. -

Why should you be governed by strength in trumps in 2nd hand play? - Because if strong in trumps you may, with safety, finesse deeply: but if weak in trumps, finessing may be dangerous. -

Why, generally cover an honor with Ace 2nd hand? --- Because if led conventionally, and you do not cover, that honor will win the trick. There is always a possibility of partner's trumping the 2nd round of the suit, and if you win the first round you may save a trick. -

Why play low 2nd hand if Knave is led and you hold Ace, 10 and one low card? Because you hope leader will place

2 Second Hand Play.

Ace in his partner's hand, and make the mistake of leading a low card on 2nd round - in which case you gain a trick with the 10. (This is also fine 4th hand play).-

Why generally play the lowest of a sequence? - 1st, Because you are too strong to allow the possibility of the third hand's winning the trick cheaply: 2nd, because the leader has some strength in the suit and you may win the trick with the sequence-card, which is liable to be trumped later, if you hold it up; 3rd because the sequence card may save a much higher card in your partner's hand. -

Always play the lowest of a sequence, unless you wish to give some special information.

Why, holding Queen, Knave and one low card should you always play Knave on low card led?

3. Second Hand Play.

Because you must lose it if you hold it until 2nd round - as you have parted with your only guard; therefore, it is best to chance the Knave's saving a higher card in your partner's hand on the first round.

Why, holding Queen, Knave and two or more low cards, may you play low (not Knave) on original lead of a low card - if strong in trumps? --- Because you have both honors well guarded and they will probably be winners later, after trumps are exhausted. -

Why play Ace on low card led - if very long in the suit and weak in trumps? -- Because the leader has at least four cards in that suit, and if you are long also, the 2nd round will probably be trumped and you will lose

your Ace.

Why not play Ace on a low card led if strong in trumps? --- Because you can then draw trumps and prevent the Ace from being trumped, and you should block the adversary's suit with it.

Why, holding Ace, King and one or more low cards should you play King to a low card led on the first round, if weak in trumps? - Because you wish to save both honors and Ace may be trumped if held until the third round.

Why, holding the same combination, may you play low on first round to a low card led, if strong in trumps? --- Because you can exhaust trumps and make your honors good at any time; therefore give your partner a chance to win the trick cheaply.

Why play Queen from King, Queen and one or more low cards to a

Second Hand Play.

low cards led ?--- Because the lead is probably from the Ace.

A Fourchette consists of cards just above and just below the card led.

Why cover the lead if you hold a fourchette ?--- Because you should force two high cards from the adversaries on that trick, so as to make the lower card of your fourchette good later. -

Why holding King, 10 and a low card, should you cover an honor led at your right ?--- Because if you force down two honors from adversaries on first round, you will save the 10 on the third round: otherwise you will lose every card of the suit in your hand, for your left hand adversary will not cover the honor led by his partner unless you make him do so. -

6. **Second Hand Play.**

Always force down two honors from adversaries on one trick, if you hold a high card that may be made a winner later.-

Why, generally play low, holding King and one low card, if a low card is led? Because it is considered by the authorities unwise to play the King from this combination in plain suits.-

Why play King from King and one card only, when the 9 is led?-- Because Ace is certainly at your right. Leader must have led from Ace, Queen, 10 and 9: or Ace, Knave, 10 and 9, unless he has made an Irregular lead. (The 9 spot is not a perfectly safe Irregular-lead card, as its irregularity may may not be detected on 1st round.)

Why play King from King and 9 only, if 8 is led? Because Ace is surely with the leader.-

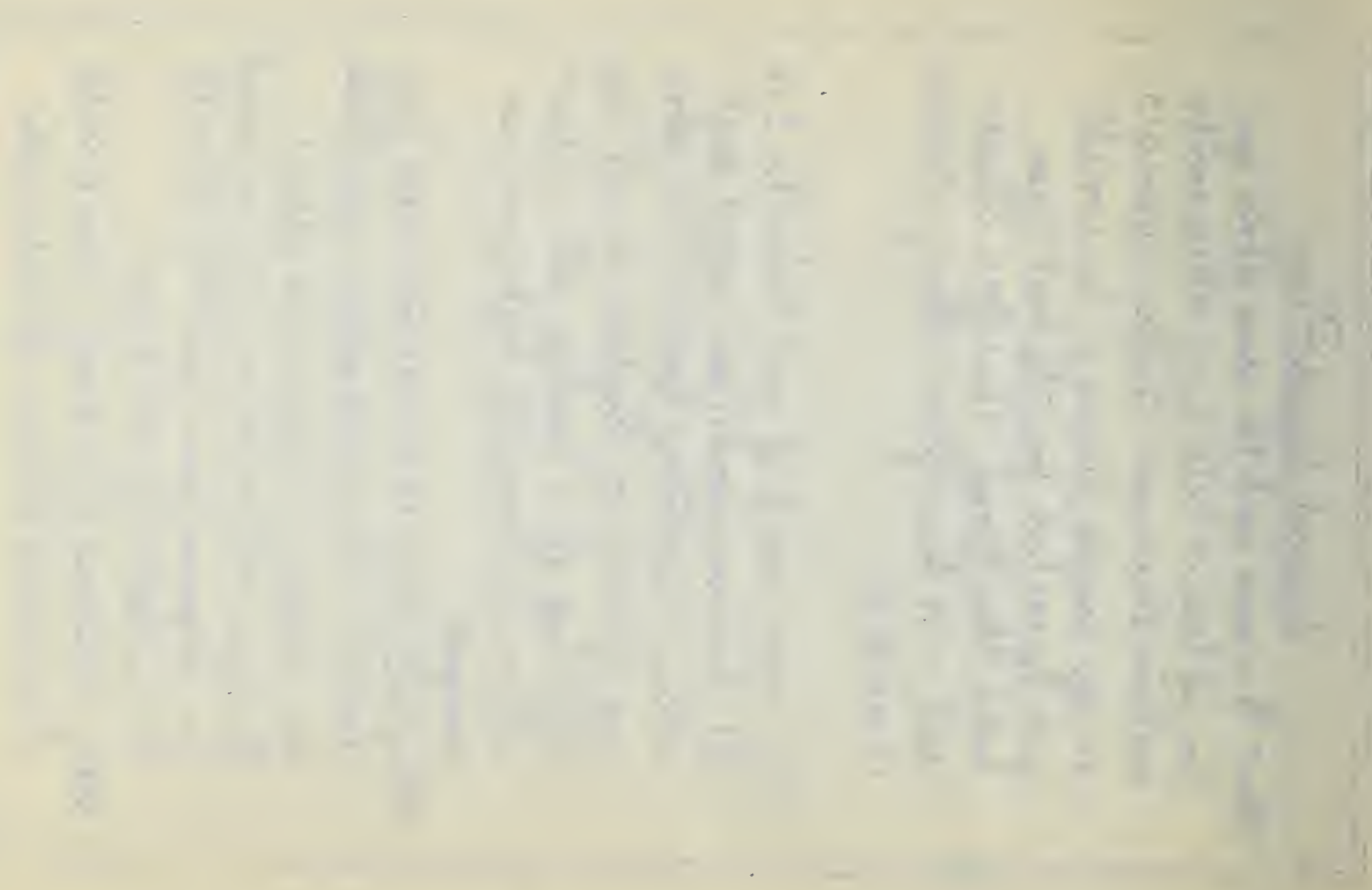
Second Hand Play.

Why? Because in both cases above given, if leader held any other combination than Ace, Knave, 10 and 9: or Ace, Queen, 10 and 9 - he would not have led fourth best. (You hold the King; therefore leader did not lead from King, Knave 10 and 9.)-

Why cover an 8 if you hold the 9 or 10? Because you may save a high card in partner's hand. The covering of an 8 or higher is not the begining of a trump call unless an unnecessarily high card is played.-

Why not play 10 on a low card led (except in trumps) when you hold Ace, Knave, 10 and a low card? Because either Queen or King must be beyond you, and the 10 will be necessarily sacrificed.

Why, holding Ace, King, Knave with or without others - should you



play King on any low card led, except the eight? Because you secure the trick and remain with cards of a tenace order over the original leader.

Why play Knave, - not King - on the 8 led, if you hold Ace, King, Knave, with or without others? - Because Knave must win the trick - 11 - 8 = 3, and you have them all. -

Why holding Ace, Queen and one or two low cards - should you play low, to a low card led? --- Because your tenace over the leader is too valuable to be broken.

Why play Queen if you hold more than four in suit and weakness in trumps? Because there is danger of losing Queen to a trump on third round. -

Why play low, from above combination if strong in trumps? Because you can then exhaust trumps and save Queen.

Second Hand Play.

Why play 10 - holding Ace, Queen. 10 only; or with others if strong in trumps? - Because when short in a suit or strong in trumps, you may finesse deeply, 2nd hand.

Why, with four or more in suit should you play Queen if weak in trumps? - - - Because there is danger of the suit's being trumped therefore you should not finesse so deeply as the 10.

Why play 10 in trumps? - - Because you may finesse deeply in trumps, for trumps cannot be trumped

Be careful to use "The Rule of Eleven" constantly. It is invaluable to the 2nd hand player.

1. Third Hand Play.

The order for third hand play is generally high. As it is the duty of that player to assist his partner in clearing his suit as quickly as possible. Therefore no deep finessing should be done by third hand in his partner's suit unless especially justified by the fall of the cards.

Why return command of partner's suit before leading your own suit?--- Because if you do not, you deny it. You should not hold blocking cards of partner's suit, but get rid of them at once.

Why, except when you hold command of partner's suit, should you lead your own suit before returning partner's?----- 1st, because if you do not, your partner will infer that you have none. 2nd, because a large

Third Hand Play.

number of players return partner's suit at once when wishing to ruff it.

Why is this play not good Whist except when strength in trumps is declared by adversaries? --- Because it will alarm them into leading trumps and drawing your trumps and your partner's; but if you keep your weakness hidden you may accomplish your purpose before the adversaries are aware of it.

Why is the above call for a ruff good Whist when strength in trumps is declared by adversaries? -- Because they will lead trumps anyway, and the information given your partner as to the suit you can ruff is very valuable, and prevents him from finessing in it— even the major tenace.

Why (except when trumps are against you) should the immediate return of partner's suit show simply no good suit of your own, instead of

Third Hand Play.

a wish to ruff partner's suit?--- Because, for the reason given, the latter play is not good Whist, unless trumps are declared against you.

Why, on returning partner's suit, or leading to it from inference, must you lead the highest of an original three or less?--- Because if short on his suit you must play to support him, and also because you show number by this play.

Why lead him the lowest of an original four or more?--- Because you may then regard the suit yours as well as his; also because you show number by this play.

Why not return partner's suit if you have won the first trick cheaply?--- Because the strength in it is clearly marked between your partner and his left hand adversary, and you give the latter an advantage over your partner.

4. Third Hand Play.

Why is partner's left hand adversary strong in that suit? --- Because partner has led fourth-best and therefore held no high sequence; you have no strength in the suit, or you would not have played a low card to partner's lead:- the adversary on your left has no strength in the suit or you would not have won the trick so cheaply.

1

Unblocking.

When partner has declared a long suit you should be very watchful not to prevent him from making good his lower cards of that suit, by obtaining the lead yourself when unable to return it to him so that he may win the trick.

Therefore play in such a way as to retain a low card of partner's suit which he can win, and continue the lead.

Many tricks are frequently lost by a failure to observe this order of play, which is called Unblocking.

Why, if partner leads a card that may show five or more cards in the suit and you hold exactly four, should you play next to the lowest on the first round, the next higher on the 2nd round and the highest on the 3rd round? Because you should unblock your partner's suit.

Unblocking.

Why?--- Because he is longer in the suit than you are, and you should not prevent him from making the entire suit good, which you may do, unless you retain your lowest card; for if later you are forced to lead partner a high card of his suit, he may not be able to win it, and unless he holds a re-entry card in another suit, he has no means of obtaining the lead again.

Why, on the third round of above combination, should you play your lowest card if you fear the loss of a trick by playing the highest?--- Because you should then abandon unblocking.

Why not abandon unblocking by playing the lowest card on the second round of suit?--- Because you must not call for trumps unintentionally.

3

Unblocking.

Why not unblock to partner's lead of King?--- Because only four cards in the suit are shown, and if you hold four also, you are as long in the suit as your partner, and unblocking is unnecessary.

Why not unblock to partner's lead of fourth best?--- Because you may lose tricks by doing so.

In unblocking always be certain that partner holds <u>commanding cards</u> of the suit.

Why not unblock in trumps?--- Because partner does not try to make his trump suit good, as he does his long plain suit, and he can always re-enter in trumps.

Why <u>discard</u> command of partner's suit, if you find that it will prevent him from making his lower cards good?--- Because you must unblock your partner's suit.

4 **Unblocking.**

Why, if obliged to discard partner's suit after having begun to unblock, should you discard the card higher than the one played to the last trick of that suit? --- Because your object is to retain the lowest card, not the highest, of partner's suit, so that he may keep the lead unblocked.

Why, if you have begun to unblock partner's suit, and you wish to return it to him, should you lead the highest? --- For the same reason given above.

Why be very sure that partner's lead is from strength, and not a lead of your suit from inference, or an irregular lead, before begining to unblock? --- Because you may lose tricks if you are not careful.

Why if adversary continues partner's suit, should you continue to unblock? Because your object is unchanged.

5

Unblocking.

Why, holding Ace, Queen, only, of partner's suit, should you play Ace to a low card lead, and return Queen, especially late in the hand?--- Because you unblock the suit, and also show no more.

Why, holding Ace, Knave only, play Ace on partner's lead of Queen or King, and return Knave?--- Because you unblock, and also show no more.

Why, with Ace, Knave and one low, play low to partner's King or Queen lead, and Ace to second lead (even if second hand player trumps) - and return Knave?--- Because you unblock and show no more, (If strong in trumps, lead trumps before returning Knave).

Why, holding Ace, and one low cards, play Ace to partner's lead of Knave, and return low?--- Because you unblock and show no more.

Why not play Ace (from Ace and one low card) on partner's lead of Queen?

Unblocking

Because it is too great a sacrifice; for partner has only one commanding card remaining in the suit, (instead of two, as above) The Knave must be with the adversaries. –

Why play King from Ace, King, and one low, upon partner's lead of 10?– Because partner has Queen and Knave and you should unblock him.

Why, if partner leads Ace, then 9 --- and you hold the Queen and two low cards originally--- should you play Queen on 9, even if King falls from 2nd hand?--- Because the only two cards unplayed higher than 9 are the 10 and Knave, which must be in partner's hand; therefore, if you retain Queen, you must block his game.

Why, if partner leads Ace, then 10, and you hold King and two low cards originally--- should you play King on 10?--- Because part-

ner holds both Queen and Knave, which are commanding cards, and you must not block them.

Why, if partner leads Ace then Queen and you held King and two low cards originally, should you not play King on partner's Queen?-- Because his lead shows a losing card in his suit, for which you must retain the King.

Why, if partner leads Ace, then Knave --- and you held King and two low cards originally, should you not play King on Knave early in the hand?-- Because, if early in the hand, partner will doubtless hold cards of re-entry, therefore hold up the King so as to prevent the possibility of adversaries' winning a trick with the 10. If, however, it is late in the hand, and you fear partner holds no re-entry card, you had sometimes better play King on Knave.

Unblocking.

Why if partner leads Ace, than fourth best, and you hold King, Queen, Knave and one low card --- should you play Knave on Ace? --- Because partner holds five cards in the suit, and if you play your low card on Ace you must block the suit and lose a trick, --- for partner cannot obtain the lead in that suit.

Why not cover on trump partner's lead of an honor early in the hand (as his original lead) unless covered by 2nd hand? --- Because partner wishes to clear his suit: therefore let the high cards fall from 4th hand.

Why, with Ace, King only, play Ace to partner's lead of low, and return King? -- Because the play shows no more.

Why play in the same way with King and Queen only? --- For the same reason. (Do not make this play with lower honors than King and Queen) ---.

1. Finessing.

Finessing is trying to win a trick with a lower card when a higher card of the suit is held by the finessing hand. –

Great care in calculation, inference, and suit placing should be taken by a finessing hand, as it is unpardonable for one to finesse against a card which he should know cannot be with his right hand adversary: or if there is probable danger of his left hand adversary holding that card unguarded.

Much foolish finessing of this kind is done by many who are considered good Whist players.

Finessing should depend largely upon the trump suit. If strong in trumps finesse deeply: if weak in trumps, there is great danger of losing by a finesse (especially toward the end of the hand); therefore use good judgement as to ad-

visibility of making it.

Third hand should generally finesse the Major tenace (Ace, Queen) in partner's suit if he has a lower card, or cards in that suit. The Ace should be returned at once.

Third Hand should not finesse below the Major tenace in partner's suit, except when he holds as many cards as his partner in that suit.

Why, if partner leads a card showing exactly four in suit, and you hold exactly four also - may you finesse below the Major tenace? -- Because your suit is as long as his, and you are then at liberty to finesse deeply, if you think best. -

Why, if partner's lead shows four or more in the suit, and you are long in the suit, should you not finesse if you hold command? --- Because, if you are weak in trumps, there is danger of losing your command

Finessing.

to a trump on second round, and if you are strong in trumps you had better secure the lead at once and exhaust trumps.

Why is a good tenace hand a good finessing hand? --- Because if the finesse loses, your left hand adversary becomes the leader and must lead up to your other tenace suits, and you recover your loss.

Why, holding the last trump or trumps, should you finesse deeply in plain suits? - Because you can re-enter on trumps and make high suit cards good later. - If you win with the high card of the suit, instead of finessing, you will presently be obliged to lead the lower card: Therefore nothing is lost by a finesse, even if it fails to win. -

Why, if you hold the last trumps should partner lead you his high-

est suit-cards? --- Because you may wish to finesse them.

Why, when strong in trumps may you finesse in the lead (or under-lead)? --- Because you are able to exhaust trumps and make higher cards good later - therefore give partner a chance to win a trick cheaply. -

Why, if partner has won a trick by a deep finesse, should he not lead that suit? --- Because he would then lose the advantage of his finesse by leading "up to" the card finessed against, and his right hand adversary would recover his loss. -

Why, when partner has made a successful finesse, must you follow it up by leading the same suit to him again and again? --- Because he is entirely dependent upon you for the opportunity to repeat the finesse.

5

Finessing.

Why if partner calls for trumps by an irregular lead (when an honor is turned at his right), and he wins the trick by a finesse and discontinues the trump lead - must you continue it? --- Because he cannot lead up to the card finessed against, and you must lead through it.

Why, if partner has called for, or led trumps, and he wins the trick with a very high card (Ace or King and has evidently not finessed) should you not continue the trump lead if he does not continue it? Because partner has thought best to change his game and to discontinue the trump lead.

Notice well the difference between these last two rules given above.

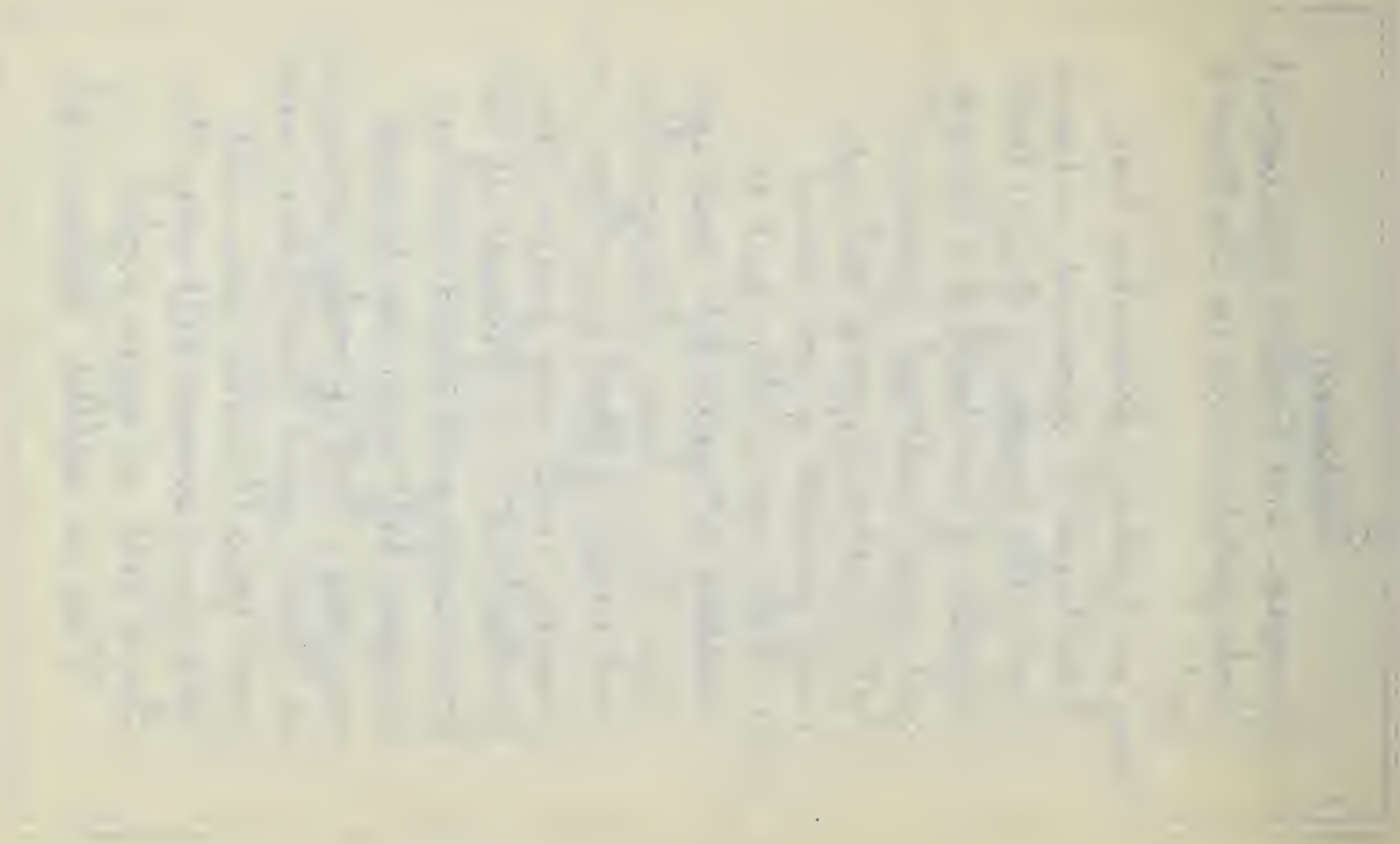
Why finesse deeply in trumps? -- Because trumps can not be

trumped - and because you cannot block your partner in the trump suit.

Why, on partner's Irregular leads, should you be governed in finessing by the meaning of the lead? Because if the lead is a trump call, you must not finesse it; but if not a trump call, you may finesse if you desire.

Why, if Command of a suit is marked at your left and you hold the second and fourth best cards of that suit then unplayed, must you finesse the fourth best? --- Because if both command and third best are at your left you are ruined anyway; but if only command is there, your fourth best card must force it, and you will hold your second best over the third best at your right.

This is called "Finesse Ob-

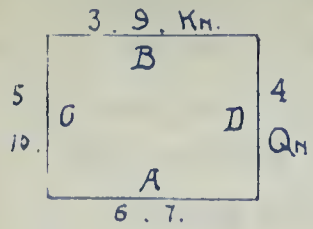


7.

Finnessing

"ligatory"

Example.



A. Leads 6
C plays 5
B plays 9 (not knave)
D plays Queen.

B. then holds Knave over C's 10.- If both Queen and 10 had been with D. - B would have been ruined anyway. Therefore he must chance the 9.

Many tricks are lost by a failure to recognize the neccessity of this finesse. -

Why - toward the end of hand must you consider the advisability of allowing the lead to be thrown to your left? -- Because if it is not desirable to have it there, you should take no chances of losing it by a finesse.

1.

Trumps.

The purpose of the trump lead from length or strength is two fold: 1st. to exhaust trumps from adversaries, in order to make the leader's long suit, or his partner's, good: - 2nd. to prevent the adversaries from saving their trumps by ruffing. -

Always be careful to lead trumps whenever the situation demands them; but beware of leading them unwisely, or of drawing even one from your partner unnecessarily.

The proper management of trumps is the most difficult task in Whist, and the student should be very thorough in his understanding of this department of the game.

Why always have a good purpose for leading trumps and a reasonable certainty of accomplishing it?- Because otherwise you

disarm your partner of trumps unjustifiably and are in danger of playing your adversaries' game.

Why generally lead trumps if very long in them (six or more), or if very strong in them (five with three, or sometimes even two, honors). 1st, Because as already stated, you hope to make your own long suit or your partner's good; — 2nd, because you cannot afford to let the adversaries save any trumps in ruffing when you are able to draw them and remain with two or three long trumps, with which to prevent the adversaries from making any suit good. —

Why is it dangerous to lead trumps originally without length or strength in them, (for instance, from five weak ones, or four moderate ones)? --- Because there are two chances to one that an adversary may hold a sufficient

Trumps.

number of trumps to draw or force yours out - and make his own, or his partner's, long suit good, - which you, or your partner, might have ruffed had you been less rash in leading.

Why not lead trumps originally if holding only three high trumps? For the same reason above given; also because they may prove very valuable in stopping the trump lead if it comes from the adversaries, as it probably will, if you hold so few as three cards in the suit.

Why not use the above combination of trumps for ruffing? -- Because they are too valuable - either for defeating the adversaries or assisting the partner. -

Why may you lead trumps from three or less, - even from a singleton - or "call" without any trumps in your hand - if very strong in all the plain suits? - Because

you are then so well protected that there is no danger of adversaries making any suit good, and your only hope of making all your own high suit cards, is to exhaust trumps.-

Why, in such a case, must partner continue to lead trumps as long as possible - even if weak in them himself? --- Because you have taken the responsibility of the suit and the best use he can make of his trumps is to draw two for one as rapidly as possible.

Why, if you lead from a singleton, or without any trumps in your hand, should partner lead <u>high</u> trumps regardless of number? --- Because second hand will win the trick cheaply if your partner leads low.

Why, even when very short in trumps, must you lead them to

stop a cross-ruff? - Because on each lead you bring down two from the adversaries, and to that extent, you prevent them from saving their trumps by ruffing. - Why always return your partner's trump lead at once? -- Because he is leading for a purpose, and you must assist him to accomplish it. -

Lesson 12

Trump signals.

The playing, unnecessarily, of a higher, before a lower card is a call for trumps. This is known as the "conventional call."

The discard of an 8 or higher early in the hand is a call for trumps.

Passing a "winner" is a call for trumps.

Trumps.

An Irregular lead when an honor is turned at the right of leader, is a call for trumps.

The playing of an 8 or higher upon two consecutive suits early in the hand, is a probable - not a positive - call for trumps. -

Why is the discard of an 8 or higher early in the hand a call for trumps? Because if player has none of the suit led - and nothing below the 8 in his weak suit - from which he has discarded, his hand must consist, principally, of a long suit and trumps. If in that suit he has a lower card than the discarded right - he has then begun a conventional call. -

Why is passing a "winner" a call for trumps? - Because a player must want trumps led very badly or he would not refuse to win a certain trick against him. -

7. Trumps.

Why is an Irregular lead a call for trumps when an honor is turned at the right of leader? -- Because it is a conventional play for telling third hand that the leader holds cards above and below the honor turned and wishes to capture it; therefore he cannot afford to lead "up to" it - but wishes his partner to lead through it.

Why is the playing of an 8 or higher on two different suits early in the hand a probable trump call? -- Because if the player has nothing below these high cards in two suits led by others as their long and strong suits - his hand, probably, consists of the remaining suit and trumps. If he has a lower card, he has then begun a conventional call.

The trump call must be answered immediately.

Why must you sacrifice your hand to answer partner's trump call at once? -- Because he has taken the responsibility of the game, and demands your immediate aid.

Why is it not so necessary to answer a secondary trump call (one not made upon the first opportunity)? -- Because a secondary call is not so imperative as a primary call.

Why be careful to show the number of trumps in your hand when partner has led or called? Because he is dependant for his calculation upon this information and will lead too often, or not often enough, if you deceive him

Therefor if partner has led trumps or called for them - lead the lowest if you held three or less originally; but the lowest, if you held four or more originally; - except you hold command,

Trumps.

which must be returned at once.

This method of leading to partner has become conventional and its strict observance is positively necessary.—

Why do you lead commanding trumps in answer to partner's trump lead or call? — 1st Because it secures at least two rounds of trumps at once: 2nd because the lead is thrown into partner's hand later and he can continue or discontinue the lead as he desires.

Why, if you hold good trumps and your partner leads an "equivocal" card (one that may, or may not, be from length and strength in his suit) should you prepare to call for trumps? — Because if partner's 2nd lead shows a fine suit you are then in a position to complete your call at once; but if his 2nd lead shows weakness you can play the card next higher than the one played on first trick.

10

The Trump Echo.

The trump "Echo" is playing, unnecessarily, a higher before a lower card to show four or more trumps, and is given in answer to partner's lead of, or call for, trumps.

The Echo may be given in the trump suit, or in plain suits, or by the discard.—

Why give the trump Echo if you hold four or more trumps? — Because it enables partner to place trumps

The trump Echo is very important. The negative information given by it is as valuable as the positive: therefore, do not think that you escape the responsibility of the Echo by ignoring it.

If you do not give the Echo in answer to partner's lead or call he will immediately place not more than three trumps originally in your hand, and if you hold more than three you probably deceive him into the bad play of drawing

trumps once too often.

Why, holding any honors in sequence with four or more in suit, should you give the Echo with the lowest of those honors - if partner has led a low trump? - - - Because you wish to show him the number of trumps in your hand and at the same time try to win the trick.

Why, if partner has led or called for trumps, should you take every force yourself and not let his hand be forced? - - Because you should keep the stronger trump suit unbroken, if possible. -

Why, if trumps are not declared by adversaries - should you, when ruffing, trump first with next to the lowest to show four trumps and with second from the lowest to show five? - Because partner then knows how often he may force you.

This information must not be given if the adversaries have shown strength in trumps

Trumps.

Why trump a doubtful trick when you are weak in trumps? Because your trumps are good for nothing else – and if your partner has command of the adversary's suit – so much the better, let him hold it up and block the suit.

Why refuse to trump a doubtful trick if you are strong in trumps? – – Because your trumps are too valuable for ruffing – and you should trust the trick to partner.

Why is passing a doubtful trick <u>not</u> a trump call unless an 8 or higher is discarded upon it? Because it shows only good trumps (probably four) — and not, necessarily, a desire to have them led.

Why, if adversary leads a doubtful card and you <u>hold command</u> of the suit, should you play low if your partner has an established suit which you are unable to lead him? – –

13. Trumps.

Because it is your only hope of giving him the lead.—

Why, holding three honors – or two honors and the 10 in the trump suit – should you lead trumps the same as plain suits? — Because the suit is too strong to permit the adversaries to win the first trick cheaply, which they might do if the fourth best were led. –

Why, with less strength than above given – should you lead fourth best ~~trump~~ – unless holding more than six? — Because you should reserve your strength and give your partner a chance to assist you. —

Why lead commanding trumps if holding more than six? – Because you hope to capture high cards from the adversaries.

Why should you lead commanding cards with fewer than

seven if you wish trumps exhausted quickly? — Because you secure so many rounds at once — whereas there is danger of losing the lead if fourth-best is led.

Why holding four very strong trumps and a long suit nearly established, is it sometimes best to lead trumps originally? — 1st Because you must be short in one or two suits and are liable to be forced on them, thereby breaking your trump suit; 2nd because you may need the high cards of short suits for re-entry later. —

Lesson 14

Why not force partner to ruff when weak in trumps yourself (unless adversaries have shown strength in trumps?) Because partner may be strong in trumps and wish to draw them, and a force would ruin his game.

Why force partner unhesitatingly

when strong in trumps yourself? — Because he is probably weak in trumps; but even if he is strong, you want to separate your trumps. If he wishes them drawn, you can draw them later.

Why force partner if adversaries are strong in trumps? — Because they are going to draw partner's trumps as soon as possible; therefore, give him a chance to save a trump, and establish a cross-ruff if possible.

Why, in this case, need he not take the force unless he chooses? — — Because he may be strong in trumps, and better able to combat the adversaries by refusing to ruff. —

Why must you not then continue to force partner? — — Because he has shown an unwillingness to ruff.

Why must partner not refuse to ruff

if you force him on account of your own strength in trumps? – Because by refusing to do so, he reflects upon your game and shows a lack of confidence in it.

Why must you always force partner when he has shown weakness in trumps? – Because he is then anxious to ruff – his trumps are good for nothing and will probably soon fall to the adversaries lead. –

Why must you force partner to trump if he has refrained from forcing you? Because he is weak in trumps.

Why must you force partner when he has led Ace and then fourth best of his own suit? – Because he has shown weakness in trumps.

Why force partner when he has already ruffed and has then not led trumps? – Because he is weak in trumps.

Why generally discontinue the lead of trumps when the adver-

Trumps.

sary, who is liable to ruff is out of trumps? — Because by continuing you would draw a trump from your partner unnecessarily.

Why, if partner has led trumps originally or called for them, should you not discontinue the trump lead, if only one adversary renounces? — Because partner wishes trumps led for a purpose and has taken the responsibility of the hand, and you may annoy him greatly by presuming to stop the trump lead, unless you know both adversaries are exhausted. This point must be settled by calculation and if you can lead both adversaries out of trumps, of course you will not lead again. This play requires careful management.

Why, in trumps play King, from King and one low card, or a low

Trumps.

card lead? -- Because in trumps a low card is led more frequently from a suit headed by Ace, than it is in plain suits.

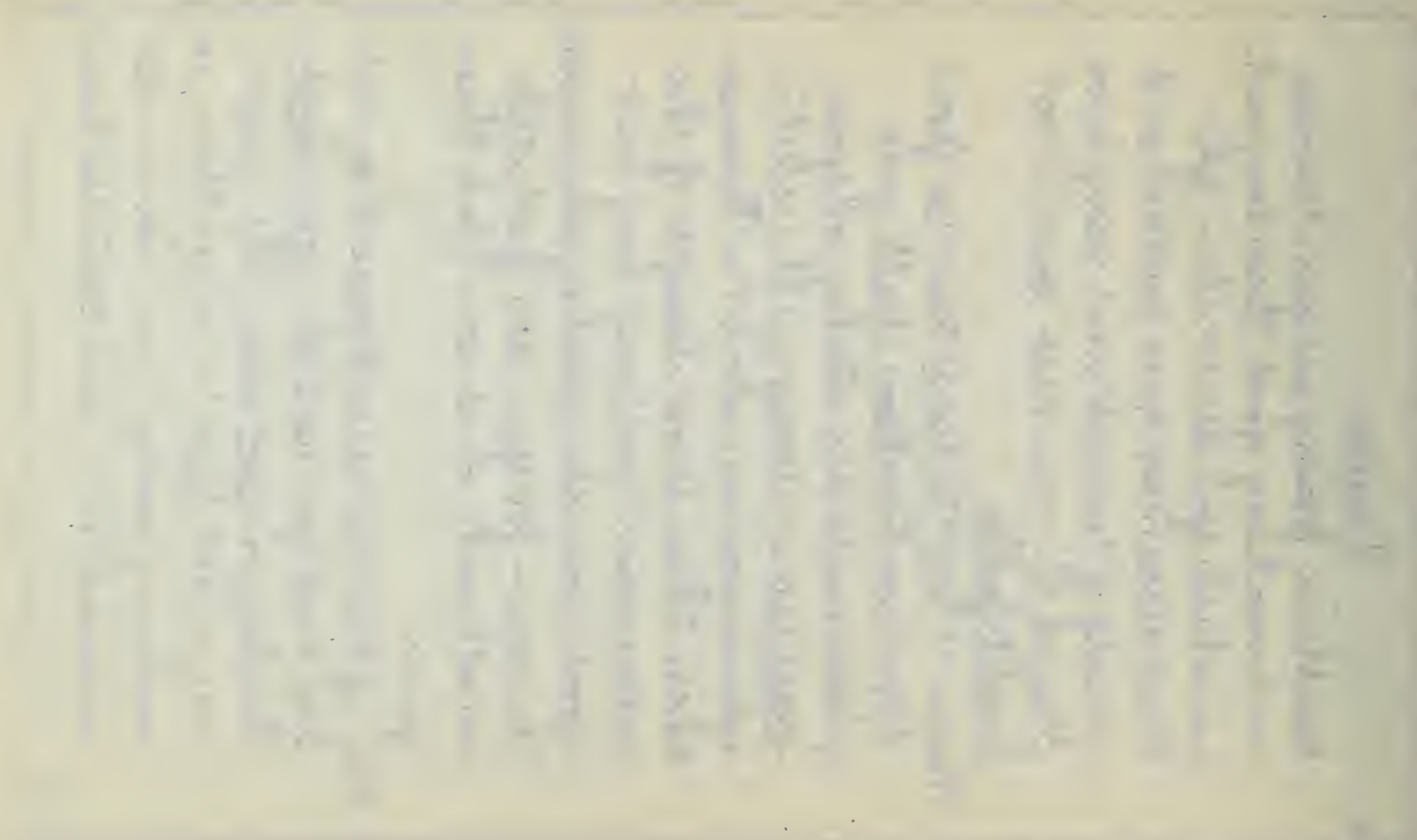
Why use your own judgement about leading trumps if partner has made an Irregular lead when <u>no honor is turned at his right</u>? Because he has shown you four trumps (or possibly five low ones) and otherwise a weak hand and has left the plan of action to you.

Why, if holding four trumps and three, three-card suits, is it dangerous to lead trumps unless <u>all</u> your suits are well protected? ——— Because if you have a weak suit— there are two chances to one, that it is an adversary's long suit and if you, having only four trumps, start the lead of trumps, the adversary may have little

trouble in forcing out your trumps and making good their long suit - in which you are weak. — You have disarmed your partner and yourself of trumps and may have played the enemies' game most beautifully.

Why is it best to lead trumps from above combination if all your plain suits are strong, or your partner is strong in the suit in which you are weak? — Because then, there is no danger of the adversaries' making any suit good even should they draw your trumps, — for you are protected in all suits and can block their game.

Why, if trumps are exhausted except two, and you hold the command, should you not draw the adversary's last trump unless there are winning cards in plain suits in your own or your partner's hand?



Trumps.

Because after you part with your last trump, the adversaries may obtain the lead and make their suits good, and you cannot prevent them from doing so.

If you hold a good suit, or your partner holds one, or if either of you have winning cards in different suits, you should, of course, draw the adversary's last trump, so as to prevent him from saving it in ruffing.

Why, if you know your left hand adversary is going to ruff a suit which you, also, ruff, should you generally play a high trump? Because you should not allow him to save a low trump if you can prevent it.

Why generally refuse to ruff a suit, if left hand adversary has previously trumped high unnecessarily? - Because he will then be obliged to trump high again

without any sacrifice on your part.
Why should you generally play your highest trump if your partner leads the thirteenth card of a plain suit? - Because partner probably holds a good trump, and does not wish your high trump, and his, to fall together.

If the thirteenth card is evidently led for the purpose of forcing a high trump from your left hand adversary - you will then pass the lead.

Discarding.

Great care should always be taken in discarding, because it affords much information to the partner, and also because the loss or gain of many tricks is often dependent upon the discard.

The object of your discard should depend upon the position of the trump strength.

If trumps are in your favor, retain all the cards of your long suit, as you hope to win tricks with them; but if trumps are against you, there is no such hope, and your object should then be to defeat the adversaries by blocking their long suits.

Therefore it is better under such conditions, to discard losing cards of your own long suit, than to part with any guards to a card which may be a winner later in your short suits, - because your short suits will probably be the adversaries'

Discarding.

long suits which they are trying to establish

Gneral Rules for Discarding.

Discard from your weakest suit, unless strength in trumps is declared by adversaries before you have shown your long suit.

Why not unguard an Ace in discarding unless you know it is not partner's suit? Because you may need the low card to give partner re-entry.

Why always hold at least one guard to a King, and two guards to a Queen? - Because otherwise the honors may fall to a higher honor.

Why not discard a singleton early in the hand unless you know it is not partner's suit? - Because you may need it to give him the lead.

For the same reason, do not discard the last card of partner's suit

Why holding the last trump, and a losing card of a plain suit, should

Discarding.

you generally discard that losing card upon a doubtful trick?- Because if you trump the trick, you must lead the losing card; therefore discard it, and trust to partner's winning the trick.

Why unless certain of winning all the remaining tricks, should you discard upon a doubtful trick (and not trump it - holding the last trump) when partner's suit is established, and you cannot lead it to him? - Because this is your only hope of his re-entry.

Sometimes when you see a certainty of having to make several consecutive discards, it is best to discard the whole of your least valuable suit, rather than to disable several suits.

Toward the end of the hand, consider who will win the trick upon which you are to discard, and what that player has, and has not:- then discard accordingly.

A.

Discarding.

Fine players should generally be able to read at least the last five cards in all four hands.

This ability in suit reading is very necessary to correct discarding, and it can be developed and cultivated most wonderfully by proper mental training and practice.

1.

Underplay.

Many points may be made very prettily by judicious Underplay, which places the left hand adversary in an uncomfortable position of uncertainty with regard to the location of the commanding card of his suit.

Proper Underplay consists of leading a low card (when you have the command) of the suit in which your left-hand adversary holds a high card. This play often gives your partner an opportunity to win a trick with a lower card, because 2nd hand player, not knowing where command of the suit lies, is afraid, of course, to play his highest card.

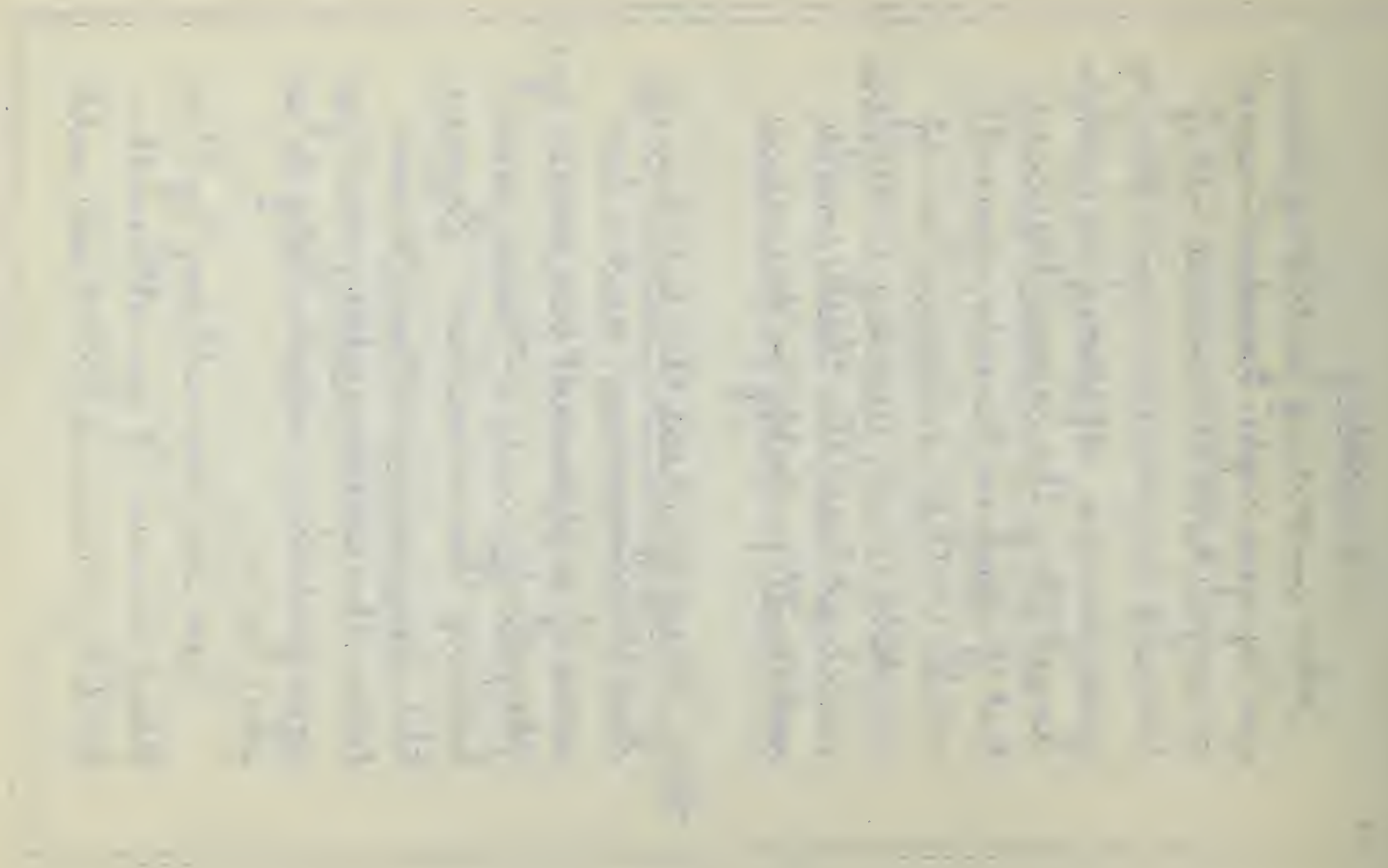
Underplay should be governed by the condition of your trump suit. If strong in trumps, Underplay is good Whist; but if weak in trumps it is poor Whist, unless you are short in the suit as, otherwise your commanding card is liable to be trumped.

Underplay.

When suspecting Underplay through you, by your right-hand adversary, and you hold the second-best of the suit, be governed in your play by your trumps. If strong in trumps, do not play the second-best card; but if weak in trumps, you will make it then or never; - as if you hold it up, its play is deferred until at least the third round, and it will probably be trumped.

Why, when you hold the last trump, and the command, and a low card of a plain suit led, should you play the low card, 2nd hand, and hold up the command? - Because the command is certain to win later; therefore Underplay and give your partner an opportunity to do what he can.

You can lose nothing by this play, because if you obtain the lead by winning the trick with

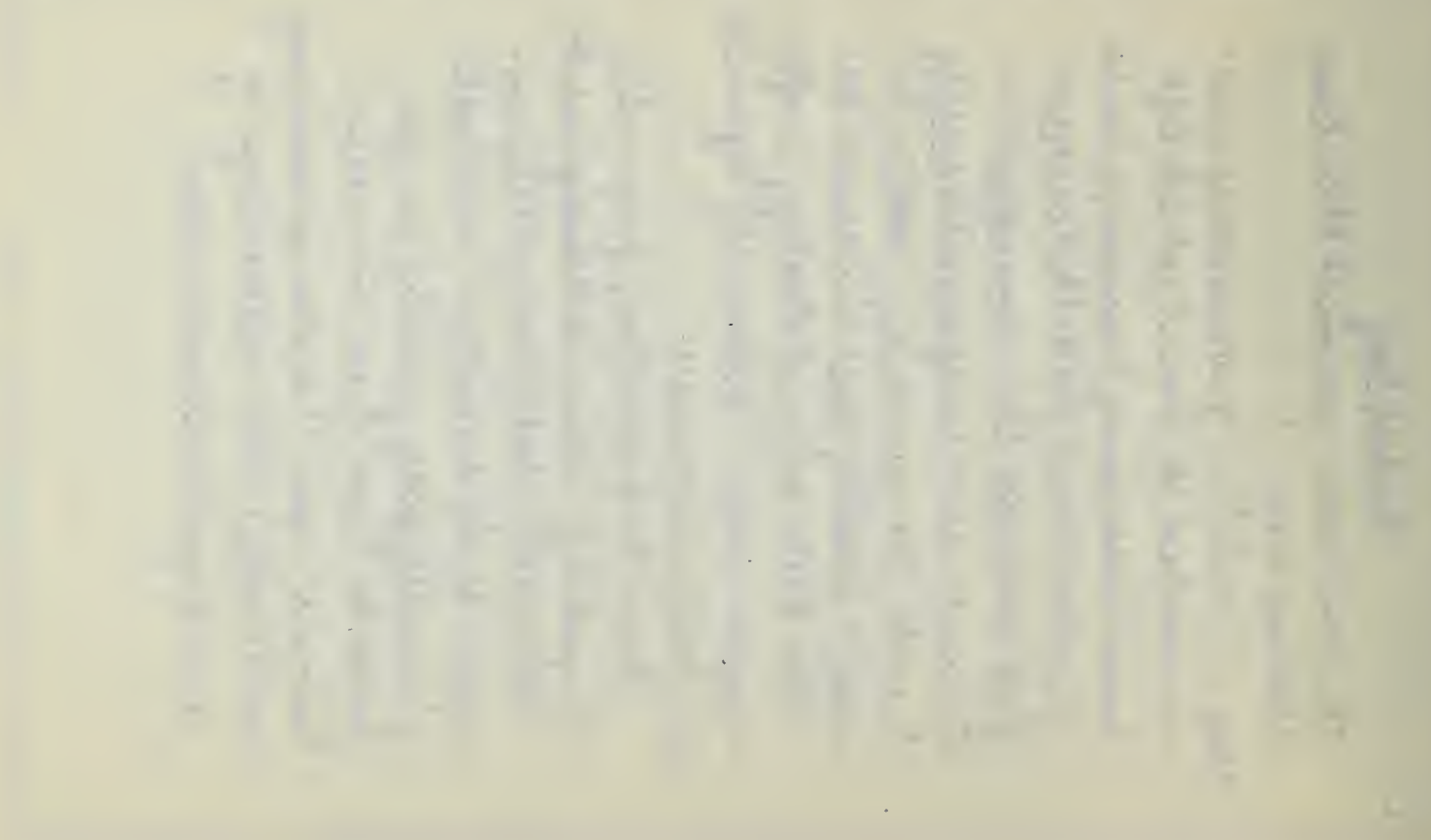


the command, you must then lead the low card.

Why, when holding command, and second-best of a suit which left-hand adversary trumps, should you sometimes lead the second-best, and not the command? -- Because adversary would surely trump the command, while he might possibly pass the second-best.

This little piece of strategy is often very successful - especially against a weak adversary.

Resort to Underplay frequently if your left-hand adversary is poor. He will probably be entirely unequal to the situation, and will generally play exactly as you wish to have him: be careful, however, against a strong adversary, as he may take advantage of you, to your extreme sorrow.



1. Throwing the Lead.

The necessity for throwing the lead generally comes toward the end of the hand, when you wish to force your left hand adversary to lead "up to" you; or your right hand adversary to lead "up to" your partner.

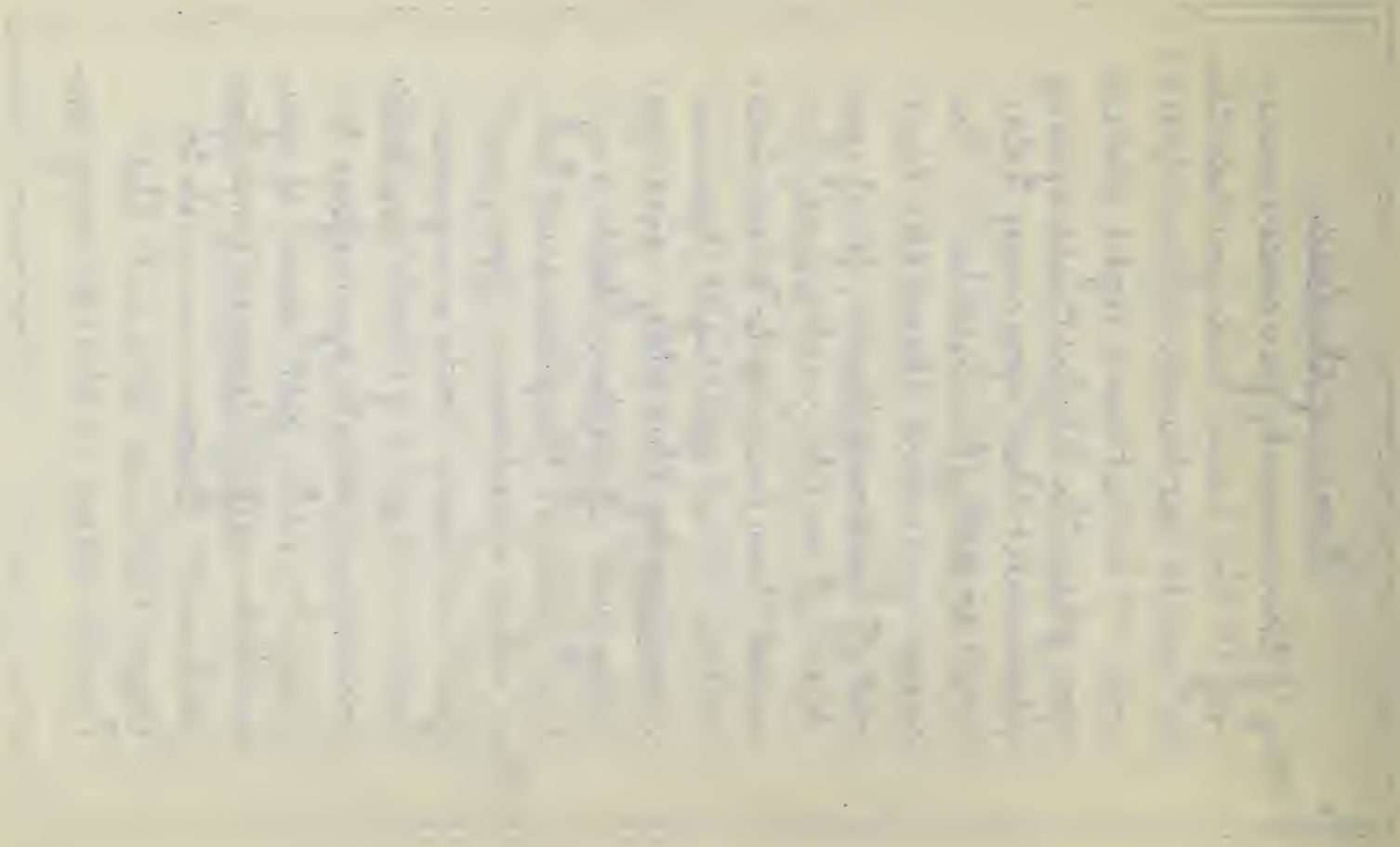
Why, when you hold a very weak hand, is it sometimes good play to throw the lead to your right and force that adversary to lead up to your partner? - 1st, because your partner then becomes fourth hand player and this may be an advantage to him: 2nd because if you lead from a weak suit of your own, you may find a trace in it at your right.

Why, if you hold fine finessing trumps and cannot call by an Irregular lead, should you lead low from a plain suit (even if there is a sequence in it)? - Because you wish to throw the lead into another hand, and call for trumps on the next suit led. -

2. Throwing the lead.

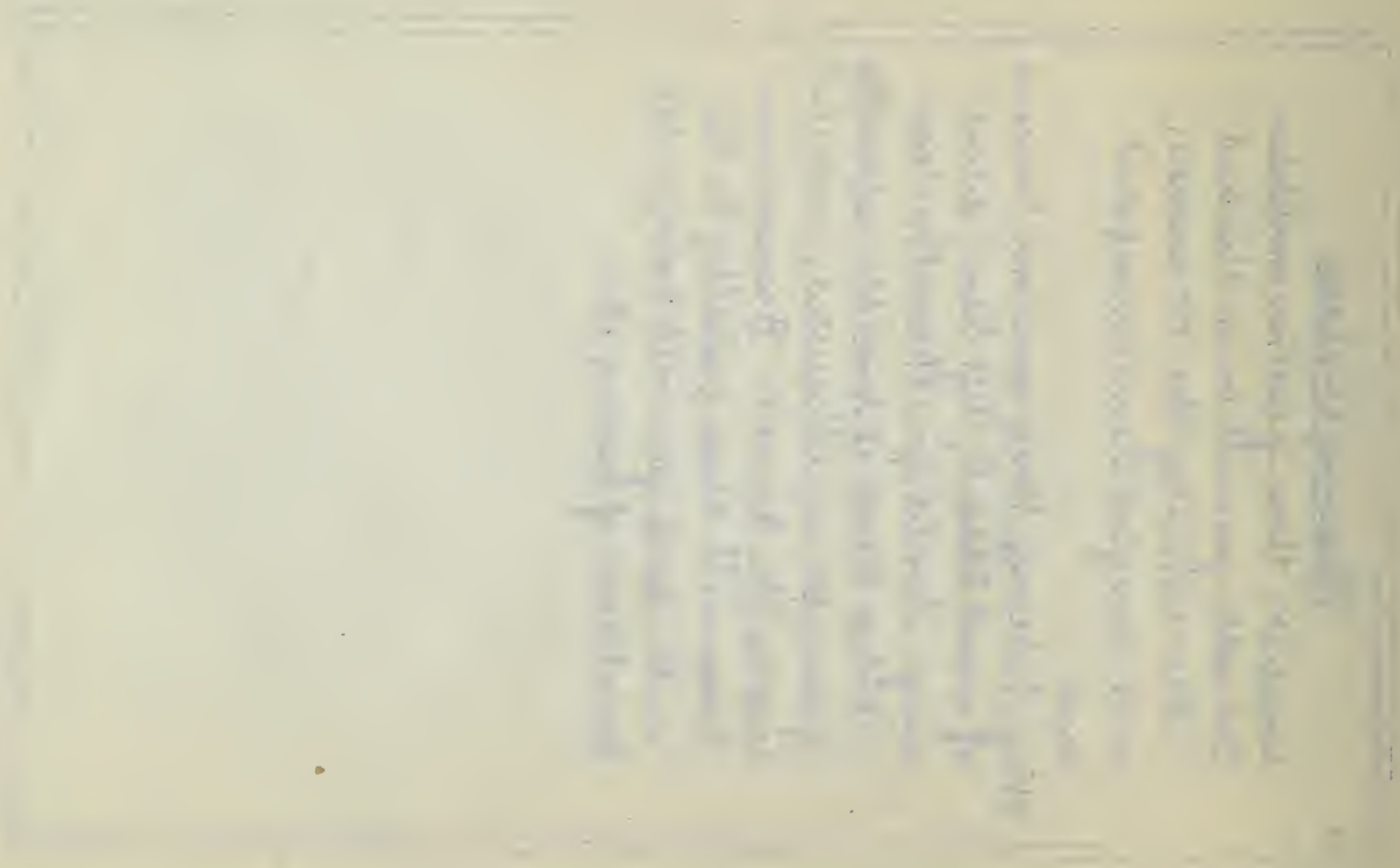
Why, if there are only four cards remaining in the hand, and you hold the best and 3rd best trumps, against the 2nd and 4th best at your right, should you play the highest card of any plain suit that you may hold - even to a higher card led? - Because you must throw the lead out of your own hand; for if you obtain it on the next round, you must then lead "up to" the tenace in trumps at your right. (You can never lose by this play - and you may win, if partner holds any high card in the plain suit led.) -

Why, when your hand is poor, and your adversary leads a sequence honor in a suit of which you hold command, should you refuse to play it on the first round if you suspect a call for trumps from your partner? - Because you wish to "throw the lead" back into the leader's hand, so that he may con-



tinue it; then if partner completes the call, you will be in the lead, (when winning the 2nd round,) and can give him trumps at once. –

Why, holding King and one low card of a suit held by left hand adversary - should you throw the lead into his hand if possible, especially if trumps are exhausted, and it is late in the hand? – Because your King will then probably be led "up to", and you will have a better chance of saving it. –



1. 1st Sub-Echo.

If your partner has led trumps or called for them, and you have shown him positively not more than three trumps in your hand originally, you may show him exactly three, (not two) by giving the Echo in the next plain suit led.

This is often called the "Direct" Sub-echo.

2nd Sub-Echo.

If your partner has led trumps or called for them, and you have not shown him positively that you did not hold more than three trumps originally, you may show him three exactly by playing next to your lowest card on the 1st round of the plain suit afterwards led; the next higher on the 2nd round of that suit- and the lowest on the 3rd round.

This is often called the "Equivocal"

2

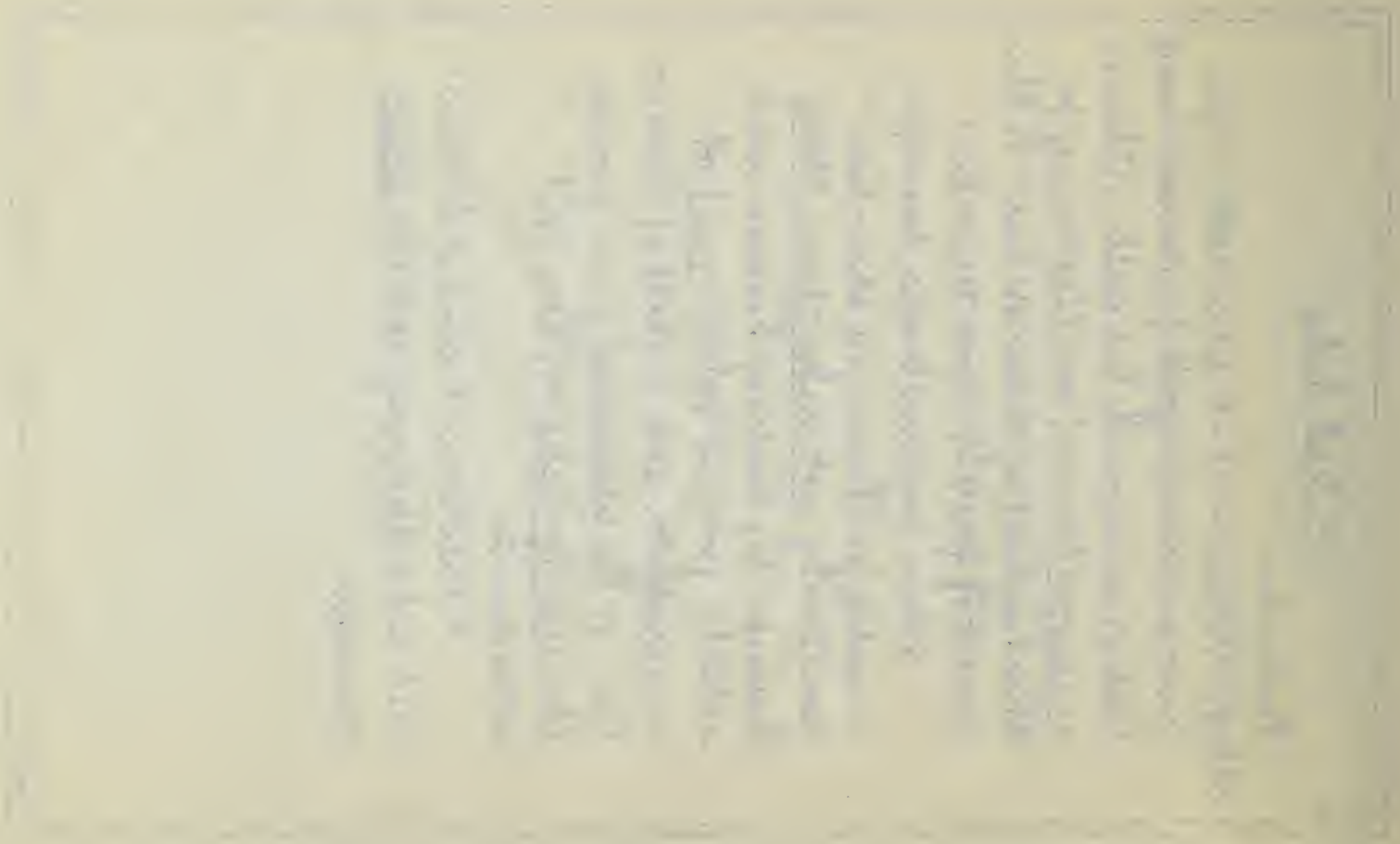
2nd Sub-Echo.

Sub-echo.

Why?- Because it is given when you have returned your partner's trump lead or answered his call with an equivocal card (one that may be the highest of three or less; or the lowest of four or more trumps).

When partner leads trumps, or calls for them you show him positively not more than three trumps by leading him a card which, from its value, must of necessity be the highest of three or less; or by refraining from giving the trump Echo on the first opportunity.

A subsequent echo is then a sub. echo, showing exactly three trumps.



Command Signal.

The discard of the commanding card of a suit shows full command of that suit to the extent of five cards in consecutive order. –

After having shown partner no more trumps in your hand, a conventional signal given by the discard, shows him the commanding card of the suit from which the discard is made.

This is called both "Change the Suit Signal" and the "Command Signal", and is very valuable at certain times, when your partner is in doubt concerning re-entry cards in your hand.

After having shown your partner no more trumps, a conventional signal given in a plain suit, shows him the third-best card of that suit.

This is called "The Plain Suit Echo."

1.

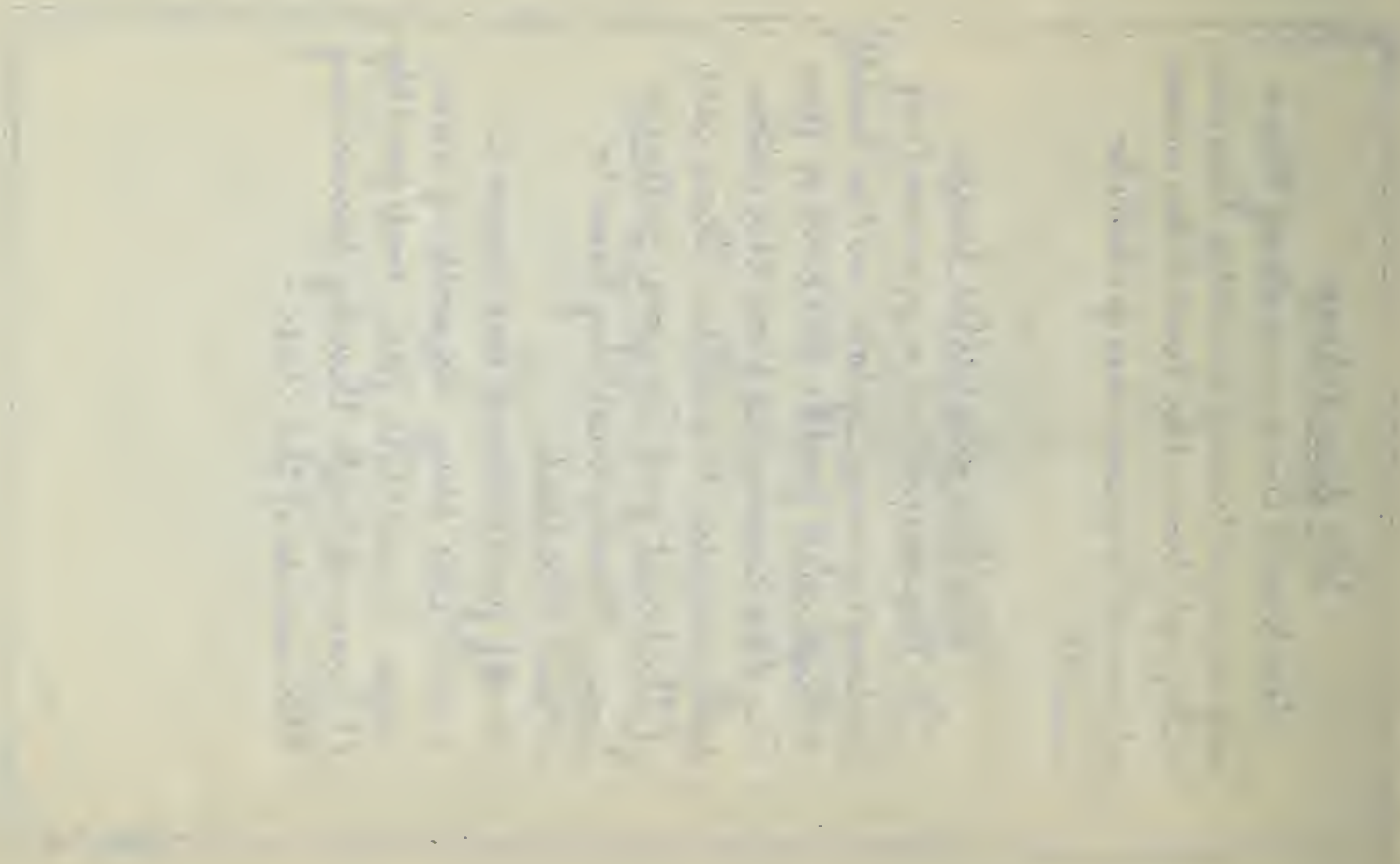
The Grand Coup.

The Grand Coup consists of throwing away a trump in order that one may not obtain the lead later - when it would be disastrous for him to have it. -

The Des-chapelles Coup.

The Des-chapelles Coup, consists of leading (generally late in the hand) a high card for the purpose of forcing the command from the adversary in order to make a lower card of that suit good in your partners hand; thereby enabling him to obtain the lead.

If fourth hand has reason to suspect this play - he will, of course, refuse to win the first, and possibly the second trick, thereby preventing the success of the coup. -



The Laws of Whist are purposely omitted in the foregoing Lessons. The student may find them in almost any book on Whist.

Contents.

Whist Etiquette.

Advice to Students Page 3

Leads.

Leads Formulated 11
Conventional Leads 14
Sequence " 19
Rule of Eleven 25
Forced Leads 27
Irregular " 29
Choosing Lead from Two Suits. 31
Leading "Up to Strength" "
Leading "Through Strength" "
Leading Adversaries' Commanding Cards 32
Changing Suits 33
Forcing Adversaries to Ruff 34
Lead of King and Change of Suit 35
Lead of Ace and Change of Suit 36

Second Hand Play.

General Rule 38
Governed by Trump Strength "
Covering an Honor with Ace "
Play from Ace, 10, and Low "
Lowest of Sequence 39
Queen, Knave and Low "
Ace or Low Card Led 40
High Sequences 41
Fourchette 42
Forcing Two Honors from Adversaries "
King and Low 43
Cover of an 8 Spot 44
Ace, Knave, 10. "
Ace, King, Knave "
Ace, Queen, Low 45

Third Hand Play.

Returning Partners Command 47
Leading Own Suit "
Immediate Return of Partners Suit 48
How to Return Partners Suit 49

Unblocking

General Rule 51
Abandoning Unblocking 52
When Not to Unblock 53

Unblocking

Discarding Partner's Command. 53
Discarding from Partner's Suit 54
Returning Partner's Suit "
Management of Ace, Queen 55
" " Ace, Knave "
" " Ace and Low "
" " King, Ace to 10 Lead 56
" " Queen and Two Low "
" " King " " " "
High-Sequence Unblocking 58
Not Winning Partner's Honor Lead. "
Ace, King Only "

Finessing

59
Major Tenace Finesse 60
Below Major-Tenace "
Good Finessing Hand 61
Deep Finessing "
Not Leading Own Finessing Suit 62
Following up Partner's Finesse "
Continuing and Discontinuing Trump Lead 63
Finessing Irregular Leads 64
"Finesse Obligatory" "

Discarding. 87
General Rules 88
Discarding on Doubtful Trick 89
" an Entire Suit "
" toward the End of Hand "
Underplay 91
Playing Low When Holding Command 92
Underleading 2nd best Holding Command 93
Throwing the Lead
When to Throw Lead to the Right 94
Throwing Lead to call for Trumps "
Throwing Lead when Tenace is at your Right 95
Throwing Lead when Suspecting Trump Call from Partner "
Throwing Lead to Save King 96
Sub-Echo. 97
"Direct" Sub-Echo "
Equivocal Sub-Echo "
Command Signals 99
Plain Suit Echo "
The Grand Coup 100
Deschapelles Coup "

LIBRARY OF CONGRESS
0 029 604 662 0

MAY 26 1898
Register of Copyrights
28430
1898

LIBRARY OF CONGRESS
0 029 604 662 0

Permalife®
pH 8.5

LIBRARY OF CONGRESS
0 029 604 662 0

Permalife®
pH 8.5